

## Working with Images in Dreamweaver

### Steps for using images in Dreamweaver:

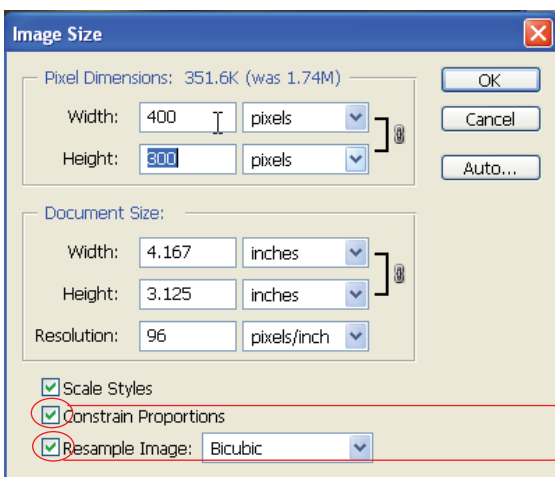
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## Steps for adding images to a Web Page in Dreamweaver

### Step 1: Resize an image in Photoshop

Before an image can be inserted into a Web page, it must be first resized to the dimensions (in pixels) it will appear on the page.

1. Open Photoshop and go to **File > Open**, then select the image that you want to edit and click **Open**.
2. Go to **Image > Image Size**.  
The current dimensions of your image will be displayed.
3. At the bottom of the *Image Size* window:  
Check **Constrain Proportions** to maintain the proportions of the image when it is resized. (You will only need to enter a new value for one dimension, the software will compute the other.)
4. Also check **Resample Image**.  
*Resampling* means that the dimensions (in pixels) of the image will be changed. Photoshop calculates values for new pixels or removes pixels from the picture.
5. In the top area, under *Pixel Dimensions*, **Units** should be set at **Pixels**.
6. Enter the new, smaller, dimension for width or height. (See size guidelines.)
7. Click **OK**.



### File Size Guidelines

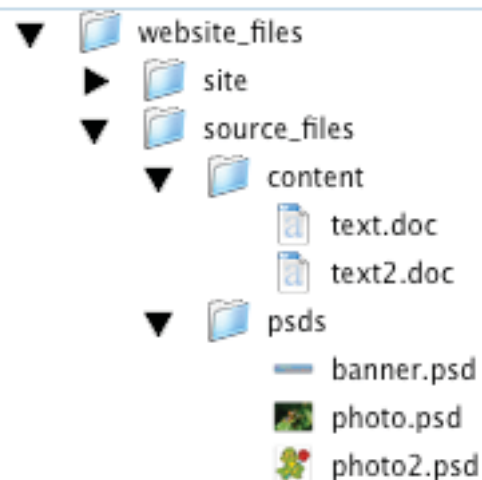
Your goal is to keep file size as small as possible, but still maintain adequate image quality. Aim for sizes in these ranges...

Use	Pixel Dimensions	File Size
Buttons:	15 x 60	< 10 K
Thumbnails:	75 x 75	< 20 K
Banners/Logos:	50 x 20	< 30 K
Illustrations:	200 x 300	< 50 K

### Keeping track of "source" documents

We recommend storing your "raw" content along with your Web site files, but in a different folder than your local root folder. Along with your original image files, this might include Word documents, scans, or digital camera images.

We typically use a file hierarchy similar to the one shown below.

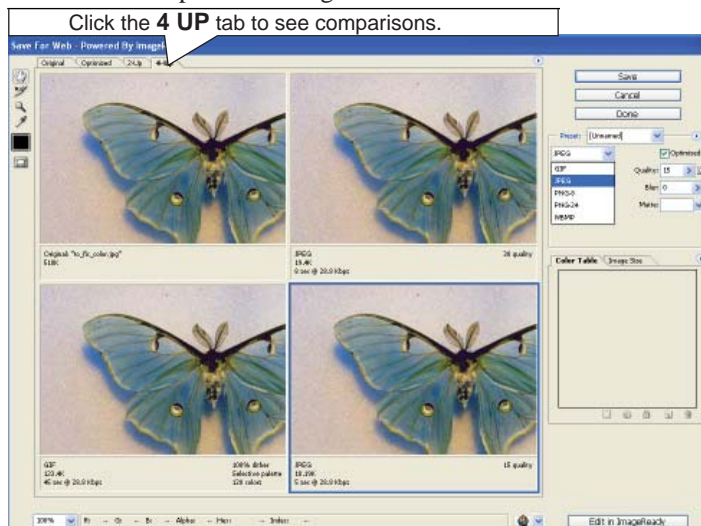


### Step 2: Save the image for the Web

In order to show in a browser, images must be saved in a Web friendly format. The two most common file types used for Web pages are GIF and JPEG. (See Appendix 2 if you need help determining the best file type and compression for your image.)

1. Choose **File > Save for Web**.
2. A dialog box will open up, showing the image on the left, with settings option on the right.

If you do not see 4 versions of your image on the screen, click the **4-UP** tab at the top of the dialog box.



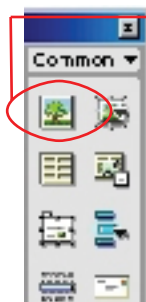
### If you Don't have Photoshop

Any Basic image editing software should be able to accomplish the tasks described on this page. Some common, less expensive options are PaintShop Pro, Macromedia Fireworks, or Adobe's scaled down version of Photoshop: Photoshop Elements.

If you are only trying to shrink an image slightly, this can be done in Dreamweaver. For instructions on how to do this, see the section **"If you decide to edit an image in Dreamweaver."**

3. Start by selecting the image compression format you think is appropriate in the settings box: GIF or JPG. (See Appendix B if you're not sure.)
4. Choose other settings such as number of colors or degree of compression, then check the results in the preview boxes. Information for each variation is shown at the bottom left of each preview: compare quality versus file size.
5. Continue to reduce colors (GIF) or quality (JPEG) until both the file size and the quality are acceptable.
6. Click "OK".
7. Give the file a new name. Use Web file naming conventions (See Appendix C).  
Make sure the file is saved in the images folder of your website files. Click "Save".

### Alternate methods for inserting an image



- Click on the **Image icon** in the Object Panel
- Press CONTROL + ALT + I
- Drag and drop the image icon out of the Site Files window, onto the page

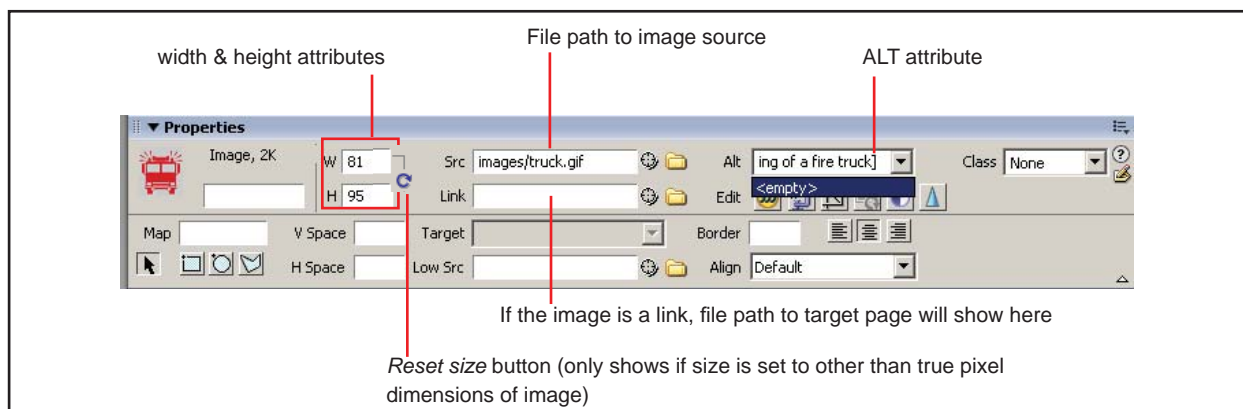
### Step 3: Insert the Image in Dreamweaver

1. In Dreamweaver, open the file in which you wish to insert an image.
2. Place the cursor in the place where you want your image to be inserted.
3. Choose **Insert > Image**.  
The *Select Image Source* window will open. Choose the image that you want to insert. Click *Choose*.

You should now see your image on the page.

### Step 4: Examine and edit image attributes

1. Click an image in your Dreamweaver page.  
The *Properties Inspector* will change to show attributes for that image.



### Why give images ALT attributes?

- ALT tags make pages accessible to non-graphical browsers and to disabled users who rely on assistive technologies to access the Web.
- Some people browse with images turned off. If your image contains important content, such as a navigation button made in Photoshop, users won't see what the button "says."

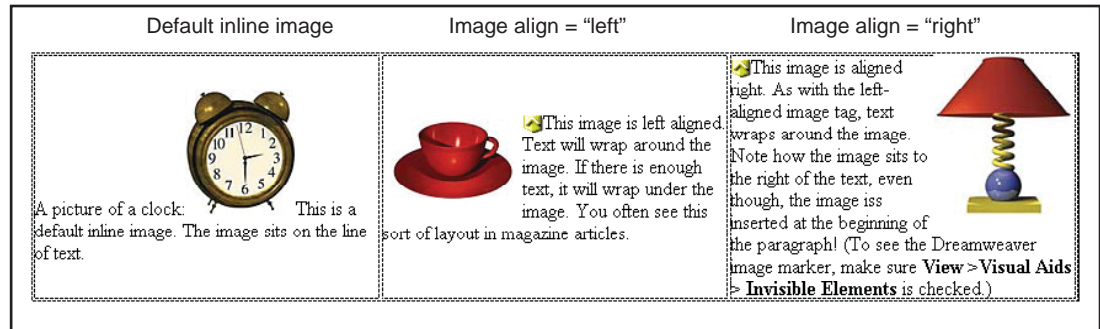
### Provide Alternate Text

1. On Dreamweaver, select the image.
2. In the *Properties Inspector*, give the image an **ALT tag**.  
If the image is a button showing text, make the ALT tag say exactly what the text says. If the image is a photo or illustration, describe the contents of the image.

## Image Alignment

*Image Align* attributes affect not only where the image appears, but how text aligns to the image.

1. Click after the image and insert several lines of text.
2. Reselect the image, then go to the *Properties Inspector* and change the **Align** attribute. Watch what happens as you use each option.



### Create a margin around an image

1. With the image selected, go to the *Properties Inspector* and add **V** and **H space** values (vertical and horizontal padding).

### Make an image into a link

1. Click the image to select it, then go to the *Property Inspector*. The link interface for images is exactly the same as it was for text. Link the image to one of your other pages.
2. Save the page.
3. To preview your page in a browser, press F12 and test the link.

## About using images in Dreamweaver

### You need a separate image file

Images are separate files that are displayed within a Web page. Image files must be saved within the *Local Root* folder. You can use the same image on different pages and include only one copy of the image file in your site files.

### Keep images in their own folder

If you built a "flat" site without sub-folders, all the files would show in one long list, sorted alphabetically, not logically.

It is much easier to maintain a site where files are organized into folders.

Using an **images folder** is a great start to reducing clutter. If you build a large site with a lot of images put an image folder inside the sub-folder for each topic.

### Always give Height & Width

Height and Width attributes make pages appear faster in a browser.

Dreamweaver automatically fills in H & W attributes every time you insert an image.

### Use images with their actual pixel dimensions

It is not a good idea to change the dimensions of an image in the *Properties Inspector* or by dragging on the "handles" a selected image!

#### Why you don't want to "force" an image to appear smaller or larger...

A large image forced to look smaller will take a long time to download, and in some browsers it will print at actual size (covering other parts of the page!).

A small image forced to appear larger will look mushy and pixellated.

## *What if I want to edit an image that is already in Dreamweaver?*

In this case, you have two options:

### Option 1:

1. Open the image file in Photoshop or another image editing software.
2. Edit and save based on steps 1 and 2 described at the beginning of this handout.
3. In Dreamweaver, remove the old version of the image file, and replace by inserting the new version of the image (steps 3 and 4 above).

This option will avoid possibilities of distorting the image that are more likely when editing an image in Dreamweaver.

### Option 2:

Dreamweaver provides very basic tools for editing images: you can shrink the pixel dimensions, crop, or make rough adjustments.

In this case, it is important to note:

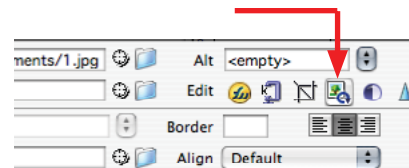
**WARNING: Editing an image in Dreamweaver in any way will PERMANENTLY ALTER the file -- make sure you have a backup copy!**

**TIP:** Only shrink, don't enlarge images. If you want to enlarge, you'll have more control working with image editing software (e.g., Photoshop).

**To shrink an image already on a page in Dreamweaver:**

Click on the image, then hold down the SHIFT key (keeps proportions) and drag the CORNER handle in until the image is the correct size.

Now, (IMPORTANT!) click the Resample button:



Dreamweaver will shrink the actual pixel dimensions.

## Appendix A: Troubleshooting

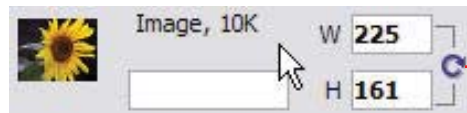
### Why is the image on my page stretched out?

**Problem:** The image has been given width and height attributes that do not match its actual pixel dimensions.

If you shrink an image using the image width and height attributes on the *Properties Inspector*, or using the “handles” you get when you click on an image in Dreamweaver, the image may become distorted.

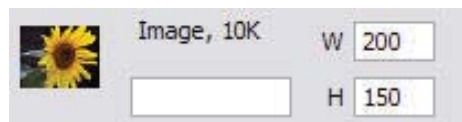
**Solution:** Reset the image width and height to its actual pixel dimensions.

1. Dreamweaver MX 2004: If the image dimensions have been forced in HTML, you will see a *refresh* icon on the *Properties Inspector* next to the width and height attributes.



refresh icon = image H or W attributes do not match actual pixel dimensions

If you do not see the refresh icon, the pixel dimensions are accurate.



No refresh icon = image H and W attributes are true pixel dimensions

**Note:** For previous versions of Dreamweaver, click the image, then click **Reset Size** on the *Properties Inspector*. If the image changes size, the dimensions had been forced.

2. Click the **Reset** button. If needed, crop or resize the image in an image editing application such as Photoshop, Photoshop Elements, Fireworks, PaintShop Pro, Microsoft Photo Editor, or Microsoft Image Manager.

## Appendix A: Troubleshooting Continued

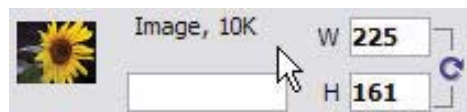
*My page looks fine in a browser, but when I print the page, images print too large or cover the text.*

**Problem:** The pixel dimensions of the image file do not match the Width & Height attributes for the image.

If you shrink an image using the “handles” you get when you click an image in Dreamweaver, Dreamweaver simply assigns new Width and Height attributes, which forces it to display larger or smaller in the browser. If you “shrink” the image in Dreamweaver, visitors to your site will experience unnecessarily slow download times. Also, the page may print with the image printing at its true size in pixels, so that an image covers other parts of a page.

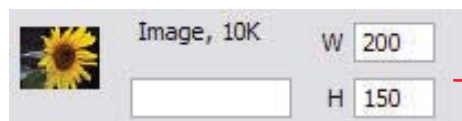
**Solution:** Resize the image.

1. Click the image. Make a note of the *W* (width) and *H* (height) dimensions for the image shown in the *Properties Inspector*.
2. Dreamweaver MX 2004: If the image dimensions have been forced in HTML, you will see a “refresh” icon on the Properties Inspector next to the width and height attributes. The refresh icon will disappear after you click it and the image displays its true size.



refresh icon = image H or W attributes do not match actual pixel dimensions

If you do not see the refresh icon, the pixel dimensions are accurate.



No refresh icon = image H and W attributes are true pixel dimensions

Note: For previous versions of Dreamweaver, click the image, then click **Reset Size** on the *Properties Inspector*.

If the image changes size, the dimensions had been forced.

2. Click **Reset**. If needed, crop or resize the image in an image editing application such as Photoshop, Photoshop Elements, Fireworks, PaintShop Pro, Microsoft Photo Editor, or Microsoft Image Manager.

## Appendix B: Image Optimizing -- GIF or JPEG?

### Saving a file for the Web in Photoshop GIF or JPEG?

#### Use the GIF format for images with flat areas of color

GIF compression works best when there are a lot of pixels with the same color next to each other in an image.

#### Examples of images best saved as a GIF

Charts, buttons and banners, diagrams, line art, flat illustrations, text...



#### Use the JPEG format for photographic images

JPEG compression works best when there are many pixels with many different colors and shades of colors in an image. JPEG images always contain millions of colors. On monitors with fewer colors, JPEG images are automatically dithered.

#### Examples of images best saved as JPEGs

Photographs and continuous tone illustrations



#### What happens if you save a photo as a GIF?

- The file size of a photo saved as a GIF is often larger than if the same image is saved as a JPEG. Plus, it looks better as a JPEG.
- The image will often look dithered.



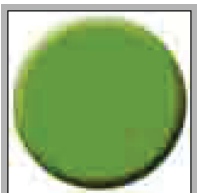
JPEG at 60 quality  
4 K  
2 sec @ 28.8Kbps



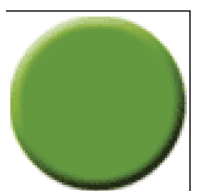
GIF 128 color  
6 K  
3 sec @ 28.8Kbps

#### What happens if you save flat color as a JPEG?

- The file size will be no smaller than a GIF.
- Distortions (called *artifacts*) will appear in the flat areas of the image.



JPEG at 30 quality  
1 K  
1 sec @ 28.8Kbps



GIF 32 color  
1 K  
1 sec @ 28.8Kbps

#### In Photoshop, use 'Save for Web' command to pick the best file format

Some images fall in the borderline between "continuous tone" and "flat" color. Use the previews in Photoshop's **Save for Web** dialog box to compare the image quality and file size outcomes of different format options before you decide which format is best.

### Good Practice: Save a copy of the original file in Photoshop format

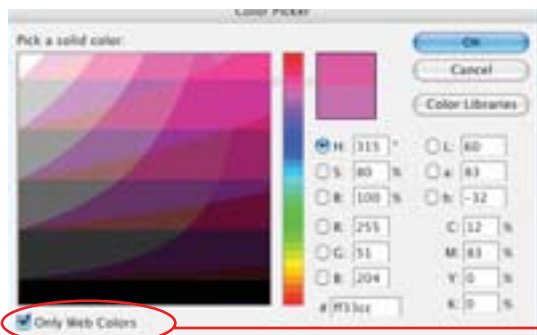
GIF and JPEG formats **compress** image information. Compressed pictures transmit more quickly over the Internet, but compression also degrades image quality. Compressing files also loses Photoshop-specific information such as layers and editable effects.

Before you flatten and compress an image as a GIF or JPEG, save the Photoshop file in a "Sources" folder in order to keep it safe for later alterations.



## Appendix D: Banners and Buttons

### Creating Banners & Buttons Using the Text tool in Photoshop



Graphical banners (mastheads) and buttons create interest and allow for more typographic style than HTML text.

1. Choose **File > New** to create a new file. Make the page 50 pixels high, and 300 pixels wide (you can crop it later if need be). Set the **Resolution to 72 ppi** and the **color Mode to RGB**. (RGB is necessary to use all the features and tools of Photoshop.)

Click **OK**.

2. If you want a colored background...

At the top of the screen choose **Layer > New Fill Layer > Solid Color**.

From the color dropdown menu, choose the general shade of the color you want for the background (you can be more specific on the next screen).

Click **OK**.

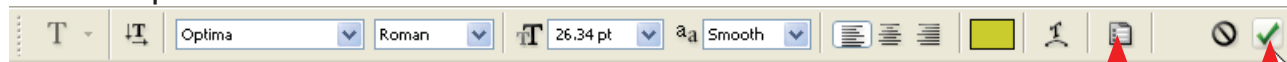
This will open the Color Picker Screen. Make sure *Only Web Colors* is selected. Choose the color you want for the background. Click **OK**.

(Warning: Saturated colors make text hard to read, avoid overly intense colors.)

3. Get the **Text tool** from the Toolbox and click in the document window where you want the text to start. Make changes to the text style (font, size, color, etc.) in the **options bar**.

**Choose colors carefully**, this color should contrast with your background color in a way that keeps the text readable: the text color should be significantly darker or lighter than the background.

#### Text tool options

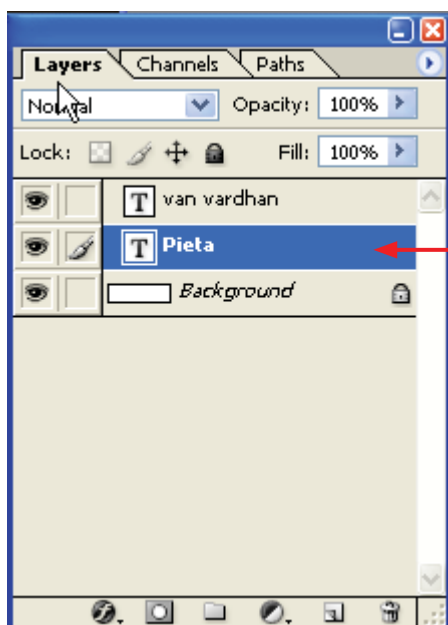


Additional options can be found by clicking on the "Text Palette" icon in the option bar.

4. Click on the **check** button in the options bar when you are done typing.

Note: new layer is created for every text entry.

To edit a text layer, first click on the layer name in the *Layers* palette, then click in the line of text in the document window.



### Special Effects on Text:

**Layer Styles** can be applied to text layers

1. From the **Layer > Styles** menu you can apply a variety of simple effects, including drop shadows and embossing. The text can still be edited. The effects show as a sub-layer which can be hidden or discarded as needed.

**Filters** can only be applied to "rendered" text

NOTE: Rendered text becomes an image and can no longer be edited with the text tool. We suggest you work on a duplicate layer to test filter effects.

1. In the *Layers* palette, click on the text layer name, then go to **Duplicate Layer** from the palette menu. Hide the original text layer (click the "eye" in from of the layer).
2. In the *Layers* palette, click on the name of the duplicate layer, then from the **Layer** menu select **Type > Render Layer**. You can now apply filters.